

Amendments to the Claims:

New claims 276–305 have been added to the Listing of Claims.

The following claims have been amended to more clearly define the invention:

229. (Currently amended) The method of claim 213, wherein movements of at least one of said player-controlled characters are controlled by ~~manipulation~~ manual operation of a handheld control device linked to said first game system through a ~~wireless~~ data transmission link that comprises wireless transmission.

230. (Currently amended) The method of claim 213, wherein movements of at least one of said player-controlled characters are controlled by ~~manipulation~~ manual operation of at least one manual control device in said portable game system.

233. (Currently amended) The method of claim 213, wherein said transmitted game data specifies ~~any of the following variables~~ a variable from the group comprising: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, body part identifier, virtual camera angle, and point of view location ~~and/or other variable~~.

234. (Currently amended) The method of claim 213, wherein said transmitting step transmits said game data through a data transmission link that ~~is partly wireless~~ comprises wireless transmission.

236. (Currently amended) The method of claim 213, wherein at least one body part of at least one of said player-controlled characters is articulated and bendable under control of at least one ~~manipulatable~~ manually operated control device.

237. (Currently amended) The method of claim 213, wherein at least one of said player-controlled characters comprises articulated fingers that are controlled by at least one ~~manipulatable~~ manually operated control device.

238. (Currently amended) The method of claim 213, wherein said second player-controlled character ~~comprises any of the following body parts~~ has a body part from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, teeth, clothing, tool, weapon, and ~~or an~~ object held by a character.

246. (Currently amended) The method of claim 213, wherein ~~said portable data storage device is an optically coded disk~~ said manually operated control device comprises a touch sensor that senses variable locations of a manually operated object touching the touch sensor so as to specify said variable locations in said control data.

264. (Currently amended) The portable data carrier of claim 262, wherein said ~~predetermined condition is defined by one of etc~~ game program comprises instructions that cause said first processor to transmit second game data to said portable game system to cause said second processor to generate picture data for display on a third display device.

269. (Currently amended) The method of claim 265, wherein ~~said data transmission link is at least partly wireless~~ comprises wireless transmission.

Claims 1 - 157 (cancelled)

Claims 158 - 212 (cancelled)

213. (Previously presented) A method for use in a video game system comprising a first game system having a first processor that executes a first game program, and a separately housed portable game system having a discrete display device and a second processor that executes a second game program, said method comprising the steps of:

- (a) generating first picture data in said first game system that simulates a first 3-dimensional game world in which a first player-controlled animated character has plural body parts which are generated from a first variable 3-dimensional point of view and camera angle for display on a first display device;
- (b) transmitting game data from said first game system through a data transmission link to said portable game system;
- (c) generating second picture data in said portable game system in accordance with the transmitted game data to simulate a second 3-dimensional game world in which a second player-controlled animated character has plural body parts which are generated from a second variable 3-dimensional point of view and camera angle for display on said discrete display device;
- (d) changing in said portable game system said second point of view and camera angle to a third variable 3-dimensional point of view and camera angle in accordance with control data generated by at least one manually operated control device; and
- (e) generating third picture data in said second processor in said portable game system that represents an object generated in said second 3-dimensional game world from said third point of view and camera angle for display on said discrete display device.

214. (Previously presented) The method of claim 213, wherein picture data of at least one of said characters is generated in a direction controlled by manipulation of at least one handheld control device.
215. (Previously presented) The method of claim 213, wherein picture data of at least one of said characters is generated in a direction controlled by manipulation of control members on said portable game system.
216. (Previously presented) The method of claim 213, wherein said discrete display device displays a portion of said second character.
217. (Previously presented) The method of claim 213, wherein said first and second player-controlled characters are substantially the same character.
218. (Previously presented) The method of claim 213, wherein said second player-controlled character is a miniature likeness of said first player-controlled character.
219. (Previously presented) The method of claim 213, wherein said first and second player-controlled characters are substantially the same character generated from different points of view.
220. (Previously presented) The method of claim 213, wherein at least one of said player-controlled characters is a human character and at least some human anatomy picture data is generated for display.

221. (Previously presented) The method of claim 213, wherein at least one of said player-controlled characters is a non-human character and at least some non-human anatomy picture data is generated for display.
222. (Previously presented) The method of claim 213, wherein picture data from said second and third points of view are generated in a direction controlled by manipulation of at least one control member on a handheld control unit.
223. (Previously presented) The method of claim 213, wherein the 3-dimensional locations of said first and second points of view are controlled from the same handheld control unit.
224. (Previously presented) The method of claim 213, wherein said first and second 3-dimensional game worlds are different portions of substantially the same simulated game world.
225. (Previously presented) The method of claim 213, wherein said first game program is stored on a data storage device and wherein said first game system reads said first game program from the data storage device into said first game system for execution in said first processor.
226. (Previously presented) The method of claim 213, wherein said second game program is stored in a program memory cartridge that is manually disconnectable from said portable game system.

227. (Previously presented) The method of claim 213, further comprising the steps of:
storing said second game program in a writable memory in said first game system; and
digitally transmitting said second game program from said first game system to said portable game system for execution in said second processor.
228. (Previously presented) The method of claim 213, further comprising the steps of:
digitally reading said second game program from a data storage device into said first game system; and
digitally transmitting said second game program from said first game system to said portable game system for execution in said second processor.
229. (Currently amended) The method of claim 213, wherein movements of at least one of said player-controlled characters are controlled by manual operation of a handheld control device linked to said first game system through a data transmission link that comprises wireless transmission.
230. (Currently amended) The method of claim 213, wherein movements of at least one of said player-controlled characters are controlled by manual operation of at least one manual control device in said portable game system.

231. (Previously presented) The method of claim 213, wherein said transmitted game data specifies a variable direction of movement in said second simulated game world of at least one of said body parts of said second player-controlled character.
232. (Previously presented) The method of claim 213, wherein said transmitted game data specifies a variable location in said second simulated game world of at least one of said body parts of said second player-controlled character.
233. (Currently amended) The method of claim 213, wherein said transmitted game data specifies a variable from the group comprising: operation code, size factor, object identifier, character identifier, picture identifier, unit identifier, body part identifier, virtual camera angle, and point of view location.
234. (Currently amended) The method of claim 213, wherein said transmitting step transmits said game data through a data transmission link that comprises wireless transmission.
235. (Previously presented) The method of claim 213, further comprising the step of transmitting third picture data from said first game system to said portable game system.

236. (Currently amended) The method of claim 213, wherein at least one body part of at least one of said player-controlled characters is articulated and bendable under control of at least one manually operated control device.
237. (Currently amended) The method of claim 213, wherein at least one of said player-controlled characters comprises articulated fingers that are controlled by at least one manually operated control device.
238. (Currently amended) The method of claim 213, wherein said second player-controlled character has a body part from the group comprising: arm, leg, hand, finger, head, face, eye, mouth, teeth, clothing, tool, weapon, and object held by a character.
239. (Previously presented) The method of claim 213, wherein said discrete display device is a liquid crystal display (LCD) device.
240. (Previously presented) The method of claim 213, wherein at least one of said points of view is a subjective point of view located at one of said player-controlled characters.
241. (Previously presented) The method of claim 213, wherein said object is a player-controlled character generated in said third picture data.

242. (Previously presented) The method of claim 213, wherein said object is a non-player character generated in said third picture data.
243. (Previously presented) The method of claim 213, wherein said object is a body part of said second player-controlled character generated in said third picture data.
244. (Previously presented) The method of claim 213, wherein at least one manually operated control device causes said third point of view and camera angle to continually change so as to virtually move around said simulated object and generate said object from many different points of view and viewing angles in said third picture data for display on said discrete display device.
245. (Previously presented) The method of claim 213, wherein said third point of view is closer to said object than a prior point of view of said object, so that said third picture data represents an enlargement of at least a portion of said object for display on said discrete display device.
246. (Currently amended) The method of claim 213, wherein said manually operated control device comprises a touch sensor that senses variable locations of a manually operated object touching the touch sensor so as to specify said variable locations in said control data.

247. (Previously presented) The method of claim 213, wherein said second processor generates said second picture data representing said second player-controlled character performing a predetermined task autonomously while movement of said first player controlled character is being manually controlled.

248. (Previously presented) The method of claim 213, wherein said first processor generates said first picture data representing said first player-controlled character performing a predetermined task autonomously while movement of said second player-controlled character is being manually controlled.

249. (Previously presented) The method of claim 213, further comprising the steps of:
detecting whether an object exists between said second player-controlled character and a current point of view such that the player-controlled character would not be visible on a display device; and
digitally changing the current point of view so that the player-controlled character is generated in said second picture data and is displayed on said discrete display device.

Claims 250 - 257 (Cancelled).

258. (Previously presented) For use in a video game system having a first processor for executing a first game program that causes transmission of game data to a separately housed portable game system having a second processor for executing a second game program, a portable data carrier comprising:

- (a) a digital memory medium for storing graphics data and a game program that controls the operation of said systems;
- (b) said game program including instructions that cause said first processor to generate picture data from said graphics data to represent a player-controlled character having plural body parts generated from a first variable 3-dimensional point of view and camera angle in a first simulated 3-dimensional world for display on a first display device; and
- (c) said game program including instructions that cause said first processor to transmit first game data to said second processor in said portable game system to cause said second processor to generate picture data in said portable game system to represent a player-controlled character having plural body parts moving in a second simulated 3-dimensional world generated from a second variable 3-dimensional point of view and camera angle for display on a second display device.

259. (Previously presented) The portable data carrier of claim 258, wherein said memory medium is an optically coded disk.

260. (Previously presented) The portable data carrier of claim 258, wherein said memory medium is semiconductor memory.

261. (Previously presented) The portable data carrier of claim 258, wherein said memory medium further stores program instructions that are transmitted to said portable game system for execution in said second processor.

262. (Previously presented) The portable data carrier of claim 258, wherein said memory medium further stores program instructions for causing said first processor to detect a predetermined condition, and program instructions for causing transmission of game data to said second processor to cause said second processor to execute program instructions that modify the point of view and angle from which said second simulated 3-dimensional world is generated and displayed on said second display device if said predetermined condition is detected.

263. (Previously presented) The portable data carrier of claim 262, wherein said predetermined condition is defined by a body part of one of said player-controlled characters contacting another object in at least one of said 3-dimensional worlds.

264. (Currently amended) The portable data carrier of claim 262, wherein said game program comprises instructions that cause said first processor to transmit second game data to said portable game system to cause said second processor to generate picture data for display on a third display device.

265. (Previously presented) A method for use in a video game system comprising a first game system having a first processor that executes a first game program, and a separately housed portable game system having a discrete display device and a second processor that executes a second game program, said method comprising the steps of:

- (a) generating first picture data in said first game system that simulates a first 3-dimensional game world in which a player-controlled animated character having plural body parts is generated from a first variable 3-dimensional point of view and camera angle for display on a first display device;
- (b) transmitting game data from said first game system through a data transmission link to said portable game system;
- (c) generating second picture data in said portable game system in accordance with the transmitted game data to simulate a second 3-dimensional game world in which a plurality of said body parts of said player-controlled character are generated from a second variable 3-dimensional point of view and camera angle for display on said discrete display device;
- (d) changing in said portable game system said second point of view and camera angle to a third variable 3-dimensional point of view and camera angle in accordance with control data generated by at least one manually operated control device; and
- (e) generating third picture data in said portable game system that represents at least one of said body parts of said player-controlled character generated in said second 3-dimensional game world from said third point of view and camera angle for display on said discrete display device.

266. (Previously presented) The method of claim 265, further comprising the step of moving at least one body part of said player-controlled character in said second simulated 3-dimensional game world from a first 3-dimensional location to a second 3-dimensional location in accordance with control data generated by at least one manually operated control device for display on said discrete display device.
267. (Previously presented) The method of claim 265, wherein at least one of said body parts represented in said third picture data is a hand of the player-controlled character, movements of the hand being controlled by at least one manually operated control device.
268. (Previously presented) The method of claim 267, wherein said hand is represented in said third picture data as grasping a 3-dimensional object.
269. (Currently amended) The method of claim 265, wherein said data transmission link comprises wireless transmission.
270. (Previously presented) The method of claim 265, further comprising the steps of detecting a predetermined condition, and changing the point of view and angle from which said second simulated 3-dimensional world is generated and displayed on said discrete display device if said predetermined condition is detected.

271. (Previously presented) The method of claim 270, wherein said predetermined condition is defined as a body part of said player-controlled character contacting another object.

272. (Previously presented) A method for use in a video game system comprising a first game system having a first processor that executes a first game program, and a separately housed portable game system having a discrete display device and a second processor that executes a second game program, said method comprising the steps of:

- (a) generating first picture data in said first game system that simulates a first 3-dimensional game world in which a player-controlled animated character having plural body parts is generated from a first variable 3-dimensional point of view and camera angle for display on a first display device;
- (b) transmitting game data from said first game system through a data transmission link to said portable game system;
- (c) generating second picture data in said portable game system in accordance with the transmitted game data to simulate a second 3-dimensional game world in which a plurality of said body parts of said player-controlled character are generated from a second variable 3-dimensional point of view and camera angle for display on said discrete display device;
- (d) changing in said portable game system a first location of a player-controlled object to a second 3-dimensional location in said second game world so as to cause translational movement of the object in said second game world in accordance with control data generated by at least one manually operated control device; and
- (e) generating third picture data in said portable game system that represents said moving player-controlled object generated from corresponding variable 3-dimensional points of view and camera angles for display on said discrete display device.

273. (Previously presented) The method of claim 272, wherein said player-controlled object is represented in said third picture data as a hand of the player-controlled character, movements of the hand being controlled by at least one manually operated control device.
274. (Previously presented) The method of claim 273, wherein said hand is represented in said third picture data as grasping a second 3-dimensional object.
275. (Previously presented) The method of claim 272, wherein said player-controlled object is represented in said third picture data as a player-controlled machine, movements of at least a portion of the machine being controlled by at least one manually operated control device.
276. (New) The method of claim 272, further comprising the step of generating fourth picture data for display on a second discrete display device.
277. (New) The method of claim 213, further comprising the step of generating fourth picture data for display on a second discrete display device.
278. (New) The method of claim 265, further comprising the step of generating fourth picture data for display on a second discrete display device.

279. (New) A game system comprising:

- (a) a first housing containing a first data memory;
- (b) a first processor in said first housing for executing a first game program to generate first picture data in said first data memory representing a first player-controlled animated character having plural body parts moving in a first simulated 3-dimensional game world generated from a first variable 3-dimensional point of view and variable 3-dimensional camera angle for display on a first display device;
- (c) a manually operated control device for controlling movement of said first character in said first game world;
- (d) a data transmission link for transmitting game data from said first processor to a separately housed portable game system having a discrete display device and second data memory; and
- (e) a second processor in said portable game system for executing a second game program to generate second picture data in said second data memory representing a second player-controlled animated character having plural body parts moving in a second simulated 3-dimensional game world generated from a second variable 3-dimensional point of view and variable 3-dimensional camera angle in accordance with said transmitted game data for display on said discrete display device.

280. (New) The game system of claim 279, wherein said first processor executes instructions in said first game program that transfers a third game program from said first data memory to a third data memory in said portable game system for execution as said second program in said second processor in said portable game system.
281. (New) The game system of claim 279, further comprising a touch sensor in said portable game system that senses variable locations of a manually operated object touching the touch sensor so as to specify said variable locations for processing by said second processor.
282. (New) The game system of claim 279, further comprising a second discrete display device for displaying third picture data.
283. (New) The game system of claim 279, wherein said said first display device is a discrete display device.
284. (New) The game system of claim 279, wherein said control device is a separately housed controller.
285. (New) The game system of claim 279, wherein said control device is housed in said portable game system.

286. (New) The game system of claim 279, wherein different objects are generated from said first and second points of view.
287. (New) The game system of claim 279, wherein substantially the same character is generated from said first and second points of view.
288. (New) The game system of claim 279, wherein said first and second characters are substantially the same character.
289. (New) The game system of claim 279, wherein said first and second simulated game worlds are substantially the same game world.
290. (New) The game system of claim 279, wherein said data transmission link comprises wireless transmission.

291. (New) A method for use in a game system having a first game apparatus containing a first processor, and a separately housed portable game system containing a second processor and a first discrete display device, said method comprising the steps of:
- (a) generating first picture data in said first game apparatus that simulates a first 3-dimensional game world in which a first player-controlled animated character having plural body parts is generated from a first variable 3-dimensional point of view and 3-dimensional camera angle for display on a first display device;
 - (b) transmitting game data from said first processor through a data transmission link to said second processor; and
 - (c) generating second picture data in said second processor in accordance with said transmitted game data to simulate a second 3-dimensional game world in which a second player-controlled animated character having plural body parts is generated from a second variable 3-dimensional point of view and variable 3-dimensional camera angle for display on said first discrete display device.
292. (New) The method of claim 291, wherein said first and second player-controlled characters are substantially the same character.
293. (New) The method of claim 291, wherein said first and second player-controlled characters are substantially the same character generated from different points of view.

294. (New) The method of claim 291, wherein said first and second player-controlled characters are substantially the same character generated from different camera angles.
295. (New) The method of claim 291, wherein said first display device is a discrete display device.
296. (New) The method of claim 291, wherein said first display device is a liquid crystal display (LCD) device.
297. (New) The method of claim 291, further comprising the step of generating third picture data for display on a second discrete display device housed in a portable game system.
298. (New) The method of claim 291, further comprising the step of generating third picture data representing an object from a variable 3-dimensional point of view and 3-dimensional camera angle for display on a second discrete display device housed in a portable game system.
299. (New) The method of claim 298, wherein said first display device and said second discrete display device are the same display device.
300. (New) The method of claim 291, wherein a manually operated touch sensor senses variable locations of a manually operated object touching the touch sensor so as to specify variable locations on at least one of said display devices.

301. (New) The method of claim 291, wherein a manually operated touch sensor senses variable locations of a manually operated object touching the touch sensor and generates data specifying said variable locations for controlling movement of an object displayed on a discrete display device.
302. (New) The method of claim 291, wherein movements of said first and second player-controlled characters are controlled from the same handheld device.
303. (New) The method of claim 291, wherein at least one manually operated control device causes said second point of view and camera angle to continually change so as to virtually move around said second player-controlled character and generate said second player-controlled character from different points of view and viewing angles in said second picture data for display on said first discrete display device.
304. (New) The method of claim 291, wherein said display devices are separately housed in two portable game systems.
305. (New) The method of claim 291, wherein said first and second 3-dimensional game worlds are portions of substantially the same simulated game world.
306. (New) The method of claim 291, wherein said transmitting step transmits said game data through a data transmission link that comprises wireless transmission.